

Back Stage - Back of scenery & may include everything back of theater. What is behind stage.

Batten - Any kind of wood or pipe used to support ~~scenery~~ ^{scenery}. Held across ceiling to hold lights or curtains on it.

Grid - Set of iron beams. Used to support heavy sets. Ropes or chains used for attaching things to grid; lights, etc. Held crossing on stage.

Flying Area - Up above stage.

Boiler - Any kind of narrow (up & down) wide ~~downward~~ ^{downward} moving screen which comes to front of stage.

Downstage - Front of stage.

Upstage - Back of stage.

Left & Right - Taken from stage point of view.

Beams - Usually in auditorium used for lights.

Trim - Make scenery hang evenly.

Curtain Line - line where curtain touches floor when its down. May mean line pulling curtain.

Curtain Track - Track on which rings run or top. Always overlap at middle.

Gauze - Any piece of theatrical gauze made size of opening of stage - used as special feature of lighting. Slightly translucent appearance, useful for distances? usually hung across front of stage.

Ground Cloth or Floor Cloth - covering on floor of stage (if dancing or play) pulled out - heavy canvas woven into 1 piece - dirty mud colour.

Ground Roll - Low piece of scenery movable and as such things as fences, bushes, etc.

Hands Up - Look out!!!

● Spot Light - Lense instrument.

Flood light - any kind of instrument depending on reflection.

Colour Slide or Frame.

Colour Wheel - ③ Rides giving various colours.

Strip Light - Any kind of group of lights put on a strip or roll - Flood lights - more general light and spots which give a strip of light.

Ornaments - flats or masking pieces used at the side of a stage - mainly to mask players after exits.

Scenery - same but at top of stage.

Trap - door, may be foot lights.

Properties - furnishings as distinct from canvas & wooden scenery.

Snatched Sound - Lights.

Staging or References & Dancing.

Natural influence. Audiences & sometimes destroy unity. If properly designed & composed around one conception they add to the performance. References are: 1. Light - colour, intensity, etc.

2. Texture & form of costume.

3. Accent of body this make up & costume.

4. Effect of colour.

Space of stage & light rather neglected sometimes and should be what you want them to be. Light of stage - because if no foot lights

Can mold space by light. Can light space you want, light can move - fade or brighter. C

Qualities of Light -

1. Wave length - colour.

2. Intensity.

3. Transience.

4. Facial Form

3 kinds of vision -

1. Threshold - objects barely seen.

2. Comfortable - best light.

3. Saturation - too much - sick stare, etc.

They are obtained by general glare - or almost
or darkest glare - changing from one extreme
of light to other.

Fatigue can be caused by too little or too
much light.

Functions of light -

A. Visibility - B. Seeing

B. Seeing theoretically.

C. " Visually - patterns.

D. " as a light surface.

E. Colour & Form - help whole picture.

F. Give atmosphere.

G. Portray mood or emotion.

In visibility make some areas coming
lighted - (appearing separately) - Regaining of
movement, entrance - Definitely light. Light
on & out of lighter spaces effect.

How decide on costume & consider colour of
body. General mood

Lighting a stage - part needs seen of light.

Significant type of dramatic characterisation

Theme - historical

- symbolical

- legendary.

Presentation - 1. procession of floats - ea. representing
aspect of theme.

2. Out-door performance either

3. In-door - series of scenes or episodes
ea. w. title or event.

Festival. ^{good} for co-operative planning.
Groups working in diff. sections:-

1. On composition

2. " episodes

3. " staging

4. " acting

5. " speaking

6. " dancing

7. " music

8. " costumes

9. " posters.

Immigration adds to theme. w. title most hist.
some built on science, biography, music, etc.

Episode - name for scene. Last betw 5 & 3 min.

Delay betw scene filled in by something e.g. dance,
folk songs, music. No empty pauses.

Wording - Don't strain for dramatic effect.

Points for climax of whole story. Words
simple & terse.

Usually prologue & epilogue. Few introductory
lines for ea. scene. Some dramatic incident in
ea scene.

Prologue - introduce theme to whole audience.

Strike note of brevity. This purpose of presentation.
Do not make apologies or ask for patience.
Sound lines with recess. for moral, explain.
Not more 8-20 lines.

Epilogue - offers poss. of beauty & poetic
feeling. Awaken symbolism of play. ^{emph.}
Always director who stages pageant.
Large groups in pageant. Director selects
committee to keep him.

Properties imp. Not selected from homes
of those taking part or res. in which
always given credit on / ran.

Trustless of robes - looks in all costumes.
Prologue rooms, costumes, etc.

Make-up Man

When historical costumes used perfect
& costume color scheme worked out well.

Floodlights -

Costume -

2. Modesty -

3. Decorating Body - make more attractive to opp. sex

4. Theory of Possession - men make women less attractive to other men

5. Joy of Wearing Beautiful Things - convention
economic

6. Appeal to Spec. Self

To stress emotional content or purpose.

In a group may want balance.

Dependent on costume or group of costume designed for particular purpose. (for either individual or group). 1st flexibility - able to move or it - not rip come apart, etc.

2nd durability -

3rd Physical characteristics of weavers - all of same grouping easier - Accent things you want & cover rest

On fitting costume i.e. form & line

2nd color.

3 Feature of material used.

Straight line lends stability & unity to a costume. If expressing period - should exaggerate it - but again

straight lines give dignity & strength.

Form - 1. made to figure, Shape & shade of body. 2. made for most of body.

3. size & cut of material (if gross balance in material).

4. Weave of Material -
5. Movement in Air.

Materials (4 classes)

1. Textile & knitted goods
2. Leathers.
3. Felt - not woven but pressed
4. Metals -
Fibers imp. Woolen Silk,
Cotton, Linen, - vegetable.
Gold, Silver

Rayon & Cellulose have composite thread - Can be dyed -
but diff. If pleat there can't get out.

2. Rayon surface w. heavy cotton
backing. Easy to dye. What colour
Rayon & cells not too expensive

Leather expensive in nat. Artificial not.
Synthetic & cheap & good colour.

To gold leather used gold powder

" Silver some aluminium
" Copper " "

Felt come in all color & diff grades. Beane
of pitting - should be lined as it shrinks
Material may be adulterated. Tell sizing
it by pulling it on diag. If rayon or it
will not pull evenly.

" show frays at edge. Good material &
use ordinary factory cotton or merino

2 way stretch Material - cotton crepes, silk, S.A.
fine good.

17. Twice as fast

One group or individual doing move 2x as fast as another.

18. Rhythmic Sequence - 234, -234, 1-34, 12-4, 123-

19. Answered - Group answer group.

20. Contapuntal 2 groups at same time w no direct influence. Both groups moving but w some connection.

21. Responsorial - Group answer individual.

22. Harmonies - Short & usually quiet.

23. Legato - Slow

24. Staccato - exaggeratedly small.

25. Over - large

● To start Group.

1. To have them moving - using A's.
2. Wise to put composition in them, as soon as have vocabulary of movement.
3. Work up technique gradually.
4. Work on rhythm & actually having idea.

Section 3. Native in Games.

Native Jackstraws - Same as pick up sticks. For native group various kinds of wood can be used and the player must give name of the kind of wood in his stick.

Ball and Reed Game.

Find stick 12" l. 1" dia. filled with soft pitch easy movable. Elder stem or piece of bamboo good. After it is hollowed take 2 small rubber balls slightly larger than 2 ends & tie a piece of string 5' salt. Thread string thro' hollow stick & tie it to other ball. To play throw it on ground & if thrown certain way it will bounce back to player. Can be thrown to bounce in opposite direction. Place w. of native obj. on floor & try to hit them & then naming them.

Handkerchief Slings. Good for hikes as hike has handanna and rocks can be found. Place a rock 2" in dia. on 1 corner of handanna, fold edges over & tie a knot so knot will be held in place. To play hold handanna by corner opposite to which stone is tied. Swing around above head & throw. Throw at objects & tell something about it if hit.